Snoopy vs. the Red Baron

Snoopy vs. the Red Baron is an open-source one/two player combat game, available for Mac OS X, Linux, BeOS, QNX and Windows.
(For those who don't know - e.g. the guys at MacUp magazine, Germany: open-source games are always free! ;-)

Keys:

Quit the game:	ESC - No, you don't have to force quit. I just forgot to mention the ESC key in the first version :-(
Go to next level:	Backspace
Options dialog:	O

Snoopy:

Accelerate:	W
Brake:	S
Turn Left:	A
Turn Right:	D
Choose Missiles:	Q
Choose MG:	E
Shoot:	Shift
Throw Bomb:	Tab

Red Baron:

Accelerate:	8 (Numeric Keypad)
Brake:	5 (Numeric Keypad)
Turn Left:	4 (Numeric Keypad)
Turn Right:	6 (Numeric Keypad)
Choose Missiles:	7 (Numeric Keypad)
Choose MG:	9 (Numeric Keypad)
Shoot:	0 (Numeric Keypad)
Throw Bomb:	Enter (Numeric Keypad)

Have fun!

Version history:

27.5.2001 finally a new version:

New features:

- Options dialog, you don't have to use the Console any more
- Homing missiles
- OpenGL (2D) graphics (much faster)
- Ammunition boards

- Better AI
- Several bugfixes
- Level of detail setting
- Settings are saved

Known Bugs:

- You can not yet change the keys
- In OpenGL mode, the status bar and the ammunition boards don't work.
- The Matrix level does not yet support OpenGL

27.3.2001 fixed annoying bug: the mouse is no longer disappears.
24.3.2001 first Mac OS X version

For the latest version of Snoopy and the source code, visit:
<snoopy2.sourceforge.net>
If you find any bugs, feel free to contact us:
<YourselfT@users.sourceforge.net>
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